SERIES 2
FIGURES INSIDE
ATTACKTIX™*
BATTLE FIGURE GAME
AGES 6+
LAST ONE STANDING WINS!™*
STAR WARS®
QUICK START GUIDE

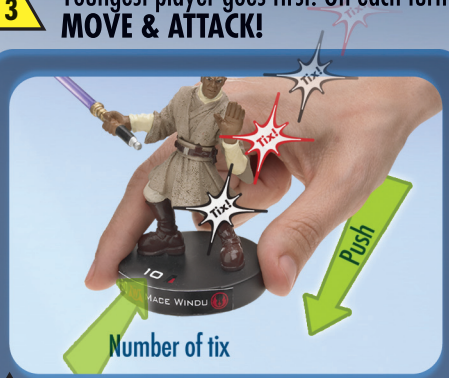
Objective: To be the player with the last figure standing!

LEVEL 1 QUICK BATTLE

Get the action started in 5 easy steps!
(Be sure to play a few quick battles before moving on to more advanced play!)

1. Choose any 3 battle figures for your squad (save the Emperor for master battles).
2. Line up figures about 3 feet apart.

3 Youngest player goes first. On each turn **MOVE & ATTACK!**



4 **MOVE** as many of your figures as you want. You can move in any direction, **up to** the number of "tix" shown on top of the base.

Note: Make sure you use the missile that comes with each figure; larger missiles may not fit.

5 After moving, **ATTACK** with **2 different figures**. When a figure is knocked over, it's *defeated* and taken out of the game. Reload missiles at the start of your next turn.

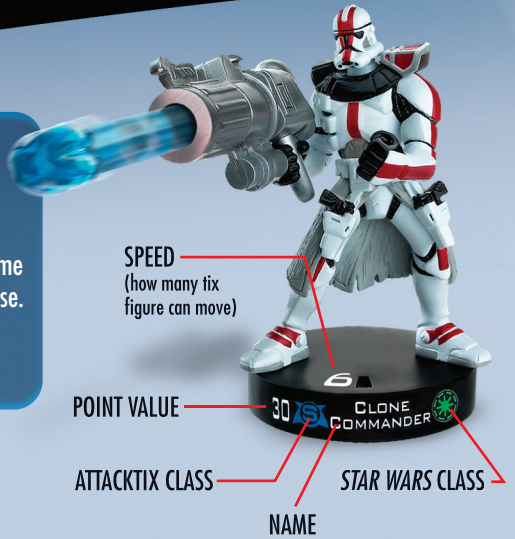
LAST PLAYER WITH A FIGURE STANDING WINS!

EQUAL POINTS

Once you've played a few quick battles, you can start playing the game with equal points:

- Each player now starts the game with a squad that's worth the same total number of points; each figure's **point value** is listed on its base.
- 100 points is standard, but you can select any point value. Try 200- or even 500-point games!

STOP Be sure to play a few quick battles before moving on to master battles!



Write your name here to keep track of your squad!

Check out a demo battle! Go to attacktix.com

LEVEL 2 MASTER BATTLE

Now you're ready for the ultimate ATTACKTIX™* battle! Master battles are played with equal points, and add 2 new elements to the game:

(1) Special powers
(2) Effects

SPECIAL POWERS

Whenever your battle figure is defeated (knocked over), turn it over to learn its special power.

Special powers take effect only when the ATTACKTIX window under the base is **white**. Special powers take effect **as soon as the figure is knocked down**; if a power cannot be put into effect, your figure goes into the *defeated area* (see next page).

Special powers can affect the defeated figure or any other figure… even those that aren't in play! The affected figure will be listed by name, ATTACKTIX class or *Star Wars* class. If the listed figure is not available, the power does not take effect.

If a special power calls a figure back into play (from the defeated area or your backups), be sure to *grind* the figure (roll it forward a few tix) before putting it back in the playing area. Place the figure 2 tix away from your starting line.

Now that you're playing master battles, your battle area should look like this official tournament set-up!

ATTACKTIX™ Class
Warrior
Leader
Captain
Trooper
Specialist
Mega

Star Wars® Class	
Separatist	Droid Army
Sith	Wookiee
Empire	Rebel
Republic	Bounty Hunter
Jedi	

BACKUPS (extra figures)

STARTING LINE (2 tix from the edge)

Remember: Always grind your figures before putting them into play!

STARTING LINE (2 tix from the edge)

Remember: Special powers take effect only if:

- the color in the ATTACKTIX figure window is **white**
- the figure listed is available for play

Battle Tip

Get the most power from your striker attack! As you pull back on the lightsaber, twist the base in the opposite direction.

Who goes first?

For master battles, try this to decide who goes first!

Grind a battle figure (roll it forward a few tix) while covering the window on its base. After your opponent calls "red" or "black", uncover the speed window. A correct guess wins the first turn!

EFFECTS

You know about attacks and special powers; the next level of play involves *effects*. An effect is a power that's active the entire time the figure is in play. Using effects is optional, but you may do so at the beginning of your turn. R2-D2 and Medic Droid are the only 2 figures with an effect in Series 2.

Remember: Effects are active the entire time the figure is in play, so you can decide to use them on your turn if you wish. You may have multiples of the same effect figure, but you may only use one of the same effect per turn.

Take a chance on everyone's favorite droid! When you begin any turn, you can press the button on R2-D2. The wheel will spin and stop on a number from 1 to 4. That's the number of attacks you are allowed this turn. Since you're normally allowed 2 attacks per turn, chances are 50-50 that you could end up with more!

Experience the "healing" powers of this specialized droid! Set pointer to "1". At the start of each of your turns, twist pointer to the next number. When the pointer reaches "1" again, you can bring any one of your defeated figures back into play!

BATTLE FAQs

BATTLE FIGURES

What happens if a figure falls out of the playing area? It's defeated.

What if I accidentally knock over my figure with my hand? Stand it back up!

What if I accidentally shoot my own figure? Bummer. If it falls, it's defeated.

What if a figure is not knocked all the way down?

If **any** part of the base is not touching the table, the figure is defeated.

SELECTING A SQUAD

Can I play more than one of the same figure? Yes.

Can I choose the same figures as my opponent? Yes.

Can I have both good and evil characters on my squad? Sure!

RULES OF PLAY

Can I turn a figure in a different direction to get a better aim?

Yes, as long as you do it before you fire. Once you've fired, the figure can't be moved.

Can I use my own figures to block an opponent's attack?

Good strategy! At the beginning of play, all the figures are lined up side by side, but after that you're free to move some figures in front of others to act as shields.

Can I push my opponent's figure?

No. You can stand your figure so it's touching the base of another, but you cannot actually move your opponent's figure.

BATTLE AREA

Where is the defeated area?

Anywhere you like; usually off to the side of the playing area. Just be sure to keep defeated figures away from your backups, so they don't get mixed up!

Do I have to play on a table? No, you can play on any flat surface.

For even more FAQs, or to Ask the Expert, go to attacktix.com

Set up your own ATTACKTIX™* tournament! Find out how at ATTACKTIX.com!

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SW 03 2
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SW 22 2
12
20 Tion Medon
SW 09 2
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20 Kit Fisto
20
Republic
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SW 24/2
SW 12/2
SW 11/2
SW 01/2
SW 19/2
SW 06/2
OBI-WAN KENOBI
10 JEDI KNIGHT
40 MACE WINDU
20 GENERAL GRIEVOUS
40 DESTROYER DROID
20 BATTLE DROID COMMANDER
10 GRIEVOUS BODYGUARD
30 WOOKIEE CAPTAIN
DROID™ ARMY
WOOKIEE™

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R2-D2
SW 23 2
Chewbacca
SW 14 2
Princess Leia
SW 29 2
Luke Skywalker
SW 28 2
Han Solo
Rebels™
SW 13 2
Bossk
SW 30 2
Boba Fett
SW 15 2
Jango Fett
Bounty Hunters™

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STAR WARS®

Collect all of the new series 2 figures!
Each sold separately.

BOOSTER PACKS

COMMON

- ☐ SW01/2 Jedi™ Knight
- ☐ SW02/2 Utapau™ Warrior
- ☐ SW03/2 Clone Trooper™
- ☐ SW04/2 Scout Trooper™
- ☐ SW05/2 ARC Pilot™
- ☐ SW06/2 Grievous' Bodyguard™

RARE

- ☐ SW07/2 Royal Guard™
- ☐ SW08/2 Clone Commander™
- ☐ SW09/2 Clone Captain™
- ☐ SW10/2 Neimoidian Captain™
- ☐ SW11/2 Wookiee Captain™
- ☐ SW12/2 Battle Droid™ Commander
- ☐ SW13/2 Bossk™
- ☐ SW14/2 Princess Leia™
- ☐ SW15/2 Jango Fett™
- ☐ SW16/2 Mace Windu™

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- ☐ SW17/2 Darth Vader™
- ☐ SW18/2 Obi-Wan Kenobi™
- ☐ SW19/2 Destroyer Droid™
- ☐ SW20/2 Medic Droid™
- ☐ SW21/2 R2-D2™
- ☐ SW22/2 Tion Medon™
- ☐ SW23/2 Chewbacca™
- ☐ SW24/2 General Grievous™
- ☐ SW25/2 Darth Sidious™
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- ☐ SW27/2 Kit Fisto™
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STARTER SET

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- ☐ SW33 Wookiee™ Commando
- ☐ SW34 Clone Commander™

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- ☐ SW35 Clone Sergeant™

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- ☐ SW37 AT-RT ™
- ☐ SW37/2 Republic Gunship™

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Not suitable for children under 3 years because of small parts - choking hazard.